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I claim:

An automated system for generating an article describing an event comprising a log comprised of recorded events;

means for generating statistics from the game log;

a plurality of article templates, each template having associated with it at least one condition;

means for comparing the at least one condition to the statistics and for identifying as candidate templates those templates for which the at least one condition is met by the statistics;

means for selecting one template from amongst the candidate templates; and means for generating a finished article from the selected template and the recorded events.

- 2. The automated system of claim 1 further comprising:
 an interface by which an end-user may select a specific event for article generation
 and by which the finished article is displayed to the end-user.
- 3. The automated system of claim 1 wherein the event is a sports event.
- 4. The automated system of claim 1 wherein the means for selecting comprises a means for selecting the candidate having the most conditions.
- 5. The automated system of claim 1 wherein the recorded events are provided by a scorekeeper and further comprising means for eliminating one or more of the plurality of templates based upon a proficiency rating of the scorekeeper.
- 6. The automated system of claim 1 comprised of object oriented program routines.

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- The automated system of claim 1 wherein the means for comparing the at least one condition comprises a first means for comparing the at least one condition to a set of default statistics and a second means for comparing the at least one condition to a set of additional statistics.
- 8. The automated system of claim 1 wherein the event is a game.
- 9. A method of automatically generating a descriptive report of a happening, comprising:
- recording events in a pre-defined format in a game log;

generating garhe statistics from the events;

comparing the game statistics to a plurality of conditions associated with a plurality of templates and selecting at least one template having conditions that are met by the game statistics;

in the event more than one template has conditions that are met by the game statistics, selecting from amongst the more than one templates, a selected template having conditions that are most desirable according to pre-determined criteria;

inserting game statistics and game events into the selected template to generate the descriptive report; and

- publishing the descriptive report.
 - 10. The method of claim 9 wherein a first set of game statistics is generated initially and only those templates having conditions that are met by the first set of game statistics are compared to a second generated set of game statistics.

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11. The method of claim 9 wherein the comparing step results in each condition having a yes, no, or to be determined indication associated with it, and comprising the further step of:

generating additional statistics as required by the to be determined indications.

- 12. The method of claim 9 wherein the pre-determined criteria comprises selecting the template having the most conditions.
 - 13. The method of claim 9 further comprising:
 associating with each condition a weighting factor; and wherein the selecting step
 comprises selecting the template having the highest weighted average of conditions.
 - 14. The method of claim 13 wherein conditions corresponding to unique or highly relevant events are weighted more heavily than conditions corresponding to common events.
 - 15. The method of claim 13 wherein the step of publishing the descriptive report comprises sending the descriptive report in a computer readable format to an IP address associated with a requesting end-user.
 - 16. The method of claim 13 wherein the happening is a sports event.
 - 17. The method of claim 13 wherein the happening is a non-athletic competitive event.

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A system for automatically generating a report about a happening comprising: a database comprised of logs, each log corresponding to a specific happening and being comprised of a plurality of events;

a statistics generator circuit coupled to the database, receiving as input the plurality of events for a specific happening and outputting statistics regarding the specific happening;

a template database comprised of article templates, each article template having one or more conditions associated with it;

a template selector comprising

a comparison circuit coupled to the template database receiving as input the one or more conditions associated with a first template under consideration and further receiving as input statistics regarding the specific happening, and outputting an indication whether the conditions associated with the first template are met by the statistics; and

a selector circuit coupled to the comparison circuit, wherein the selector circuit applies a weighting evaluation to each template having conditions met by the statistics and outputs a single selected template; and an article creator circuit receiving as input the selected template, wherein the selected template comprises a body of text containing function calls and wherein the functions calls call out for specific statistics, the article creator outputting a report comprising the body of the text with the specific statistics inserted in place of the function calls.

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- 19. The system of claim 18 wherein the statistics comprise numerical calculations such as final score and score differential, and non-numerical values such as team and player names, and time stamp values.
- 20. The system of claim 18 wherein the selector circuit selects the template having the most conditions associated with it.
- 21. The system of claim 18 wherein the selector circuit selects the template having the most heavily weighted conditions associated with it.
- 22. The system of claim 18 wherein the happening is a sporting event.
- 23. The system of claim 18 wherein the happening is a non-athletic competition.
- 10 24. The system of claim 18 wherein the log database and the template database comprise a single database.
 - 25. The system of claim 18 wherein the circuits are realized in a general purpose computer operating in response to pre-programmed instructions.

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